

ABSTRACT

The present invention provides a game device that can display strings more suited to speech recognition at the time of speech
5 input. A priority input device information acquisition unit (56) acquires priority input device information. When the priority input device information represents a character input device, an input criteria display unit (58) and a determination unit (60) display character input criteria as input criteria and determine whether
10 or not that input corresponds to the input criteria. When the priority input device information represents a speech input device, the input criteria display unit (58) and the determination unit (60) display character input criteria as input criteria, and in regard to predetermined character input criteria, display speech
15 input criteria corresponding to the character input criteria as input criteria, and determine whether or not that input corresponds to speech recognition data corresponding to the input criteria. A controller (62) controls the game on the basis of the determination result.